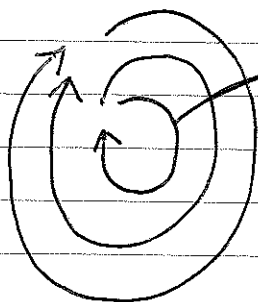


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Metaphor - an understanding of the whole system.

Week 2 Blackboard 81.reason.doc Group work.
Wednesday 29.7.09 Lab.

350



Understanding

• what they want
project

client Ella Lawton

what they want.

350.org

Food Festival 24 Oct 09

↳ what can IT offer

Next week: group meeting
with Ella

↳ support promotion

↳ community outreach

↳ interactive software

↳ focus on regions/schools/business

↳ natural behavioural change on a
daily basis.

↳ tv after school - tips

- video chips

↳ planting trees

↳ 350 cars off the road.

↳ big screen

↳ cycle ways

↳ digital billboard

↳ backs of buses

↳ 350 tips at startup

↳ inside polytec

↳ kids games

↳ 350 blackout

↳ interactive landscape social
networking

↳ bulletin board for carpool to event

↳ advert - search engines

google

bing

what we do all the time.

understanding
instruction
evaluation
communication
steering

- Metaphor for problem? What is the problem? Some people have more awareness than others.

metaphors for problem -

- mowing lawns
 - if don't, gets out of control
 - if done, stays tidy & short.
 - combination of people & machine.
- religion
 - trying to get people to believe.
 - a cause
 - audience - everyone
 - individual responsibility
 - driving force
 - clear set of guidelines
 - mix of myth &/or evidence.
- turning the tide
 - changing natural behaviours
 - long history to change

* Playing with the cards we have been dealt with.

has to change behaviour of a child of 4 years

- communication
- bribery
- lesser privileges.
- visually - using older children as an example

Learning from experience
short term results > punishment - discipline
rewards

might be too young to understand
talk at their level

empathy, explaining with a metaphor.

lead by example.

set boundaries.

explain consequences

Has to produce a system that does some of the above.

Wednesday

5.8.2009.

Functional Requirements:

Iter. • produce functional requirements at our meeting tomorrow
6 Aug. 09.

Iter. The system shall...
OR The user can...

Iter. User experience - what is the user trying to achieve.
eg Little Bobby wants to eat an icecream
we aren't looking at what type of icecream
or type of cone it is or flavour of icecream

what people are trying to achieve with 350.

Finish off system metaphor

Then go onto the planning game

→ Playing with ^{the} cards ^{you} ~~use~~ have been dealt. ~~with~~.

Don't do tomorrow what we can do today.

Keeping house.

Focus on your own backyard ~~not~~ first ^{before} ~~instead~~
~~of~~ finding fault with others.

Look before you leap

You can lead a horse to water but you can't make
it drink.

≡ You reap what you sow

Charity begins at home.

How can we use today's work to describe what
we are trying to achieve

- guiding people who don't know
- visibility

You reap what you sow

farmer
decision
seeds
earth
weather
fields

being fenced in

right choices lead to good crops.

bad choices lead to bad crops & poverty.

ploughing fields - paddocks -

taking care of crops

tending to soil

get back what you put in

• decisions made now will affect future generations.

4 Seasons

reaching out to neighbours.

good relations all round.

planting trees

animals

shearing time

chooks

hay making - sheds - barn

silage

Lambing

winter feed

drought

storms

planning ahead

weather forecasts

~~everyone has to~~

act global think global -

Johnny is now an adult & works for an organisation as a Lecturer on global warming - going from country to country lecturing on environment

50

Thursday 10:30 H517/H519.

- making people aware of their environment.
- sustainability awareness
- lifestyle changes that make a difference
- transportation changes
 - recycling
- increasing educational knowledge of environment
- global
- setting examples
- informative, wide spread, internet WAN
- Food festival
- • anyone has to get involved.
- • giving new tools to use
- • act global think global
- • turn out of people will influence government.
- • guiding & providing resources to make a difference.

→ Bobby goes on a march with his school friends.
people ignorance about 350 - letting people know what it is & why they should be involved.

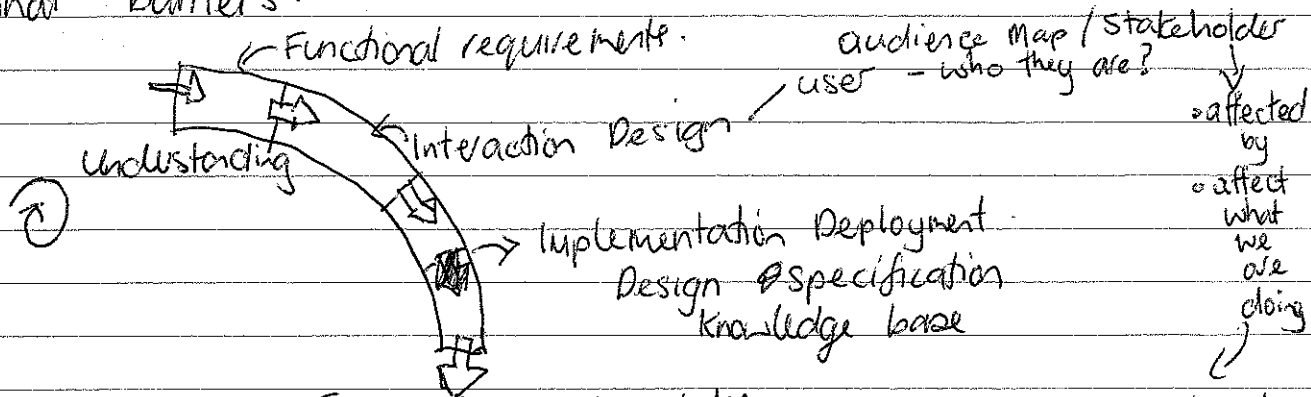
transporting - people carpooling
- cycling
- walking

Food festival - bring people together
- sharing environmental information
- finding out what people already know
- people learning to grow their own veges.

giving new tools to use - johnny comes home from school with a CD of on environmental issues, the whole family watches it.

• anybody who
• has an
interest.

What barriers.



Types of Stakeholders.

③ Remote

- remain at
a distance.

but are affected/
influence or could
be direct/directly
affected.

② Indirectly

- influence over
- affected by
directed
users / impacts

① Directly

• directly
interact with
project.

• has an interest
in either / or
both process
& solution
project

societal -

- macro

- missile - distance - government - school.

- background - building up over time.

questions
ask why?

↑ accident.

Themes - affected by the above.

• Project both development & solution.

• Influence - affects & affected by.
drivers impacts

• Multiple scales - spatial, temporal - time effect
- cultural

• demographics, species, resource, ecosystem.

Will people be using our project in 2yrs time?

Will it still work?

Will it still be of interest?

• Interaction - people interacting with our system
- expand on this concept.

AUDIENGE MAP

Lines of influence between groups. etc

350 - Campaign - started in class.

KNOWLEDGE BASE

Know	Don't lose it.	use
Uncertainty	Keep info.	Need to find out
Don't Know	Does it matter.	FIND OUT:
	NOT	VERY
	Important	

- output of planning in functional req
- steering through our SCUM meetings
- wiki

working out what we don't know & what we need to find out.

Who is the client
ella Lawton

①

②

What is the client's business

③

What is their mission statement

④

What is client key performance indicator? What is her involvement in the org.?

(for ella)

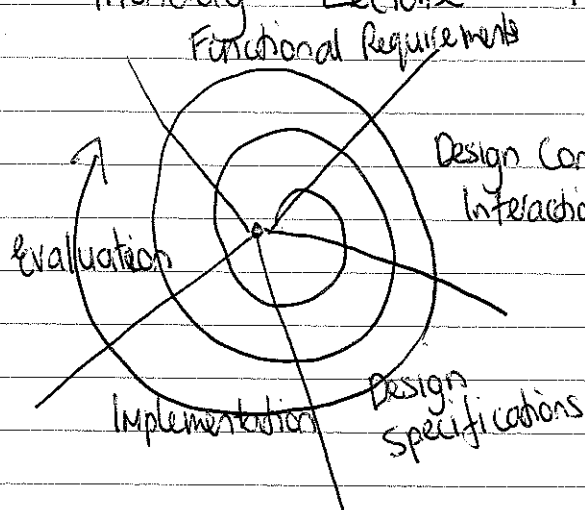
⑤

What is the business opportunity for this project?

education for sustainable advisor.

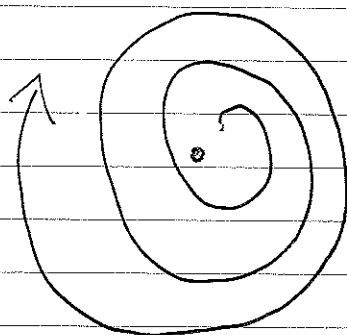
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Monday Lecture 17-8-09.



Understanding
Functional Delivery
Robust Delivery

I: Drive
Functional Requirements



proposal
prototype
letter & client

*set email of wiki address
*group name

2 minute pitch to sell game idea.
a digital version of our game idea
this is what we want to do

what we have done

" " how we will do it

" " our target stakeholder.

what we will do

what is our game going to do
purpose of it.

prototype screen shoot.

how does game relate to 350 project
what message does it get across.

2 mitch ready for friday.

can email ella with questions.

Functional Requirement - For Game 350

What does the system do - From the perspective of the user.
From the interface when the user interacts with it.

Game 350

user - child (student)

- prior knowledge - instructions

The system shall - provide instructions from

- provide win/loss (game play) - user play game

- provide scores - high win score.

- save game - add name (user) - user can save game

- purpose of game - for user to learn

- provide levels of play about climate change.

Tuesday 18.8.09

Q's

What is carbon dioxide?

~~Q's~~ What are the effects of carbon dioxide?

Who are the members of 350.org?

What is the purpose of the members of 350.org?

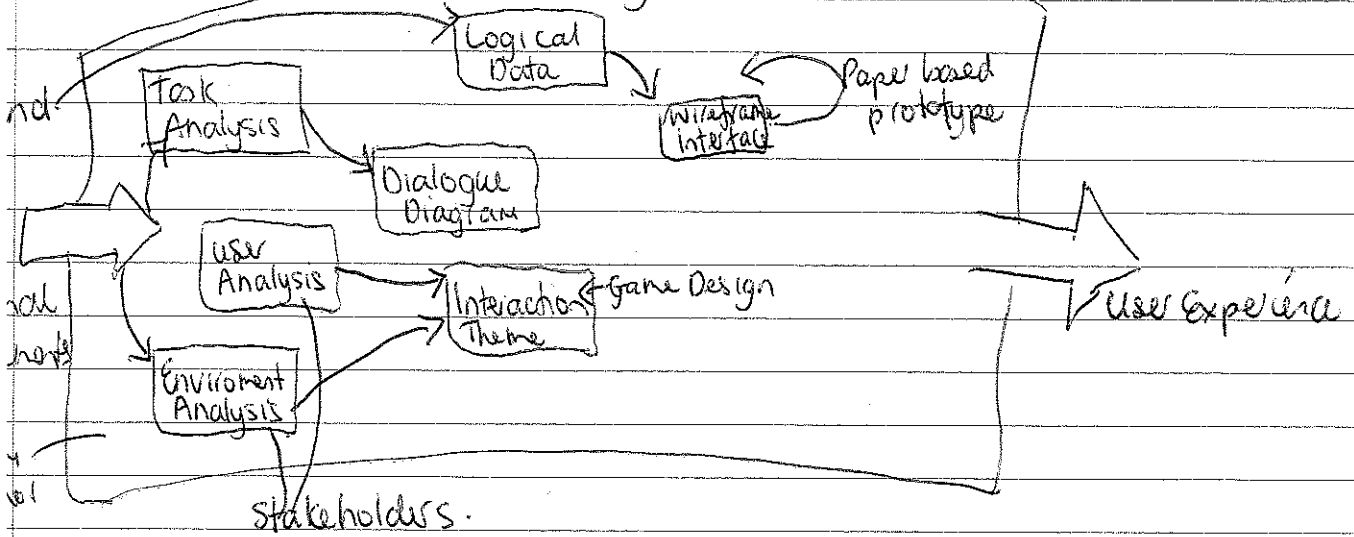
~~What is the~~

Who will be effected by global warming?

What can be done by people to help ^{lessen the} ~~attenuate~~ effect of global warming?

What will happen to our environment if ~~we~~ people do nothing?

2nd Iteration Design.



$$FR \times User = Task$$